Sakai, Stacie

-From:

Neurauter, James

Sent:

Wednesday, January 04, 2012 4:01 PM

To:

Murphy, Martin; Lupold, Timothy; Cameron, Jamnes; Wilson, Adam; Kimble, Daniel; Rutkowski, John; Hills, David; Rezai, Ali; Gonzalez, Hipolito; Thorp, John; Haskell, Russell; Nolan, Ryan; Mahoney, Michael; Hernandez, Pete; Mitlyng, Viktoria; Chandrathil, Prema; Neurauter, James; Cardona-Morales, Pedro; Briley, Thomas; CuadradoDeJesus, Samuel; Zimmerman, Jacob; Thomas, George; Hoang, Dan; Logaras, Harral; Barker, Allan; Auluck, Rajender; Sheikh, Abdul; Lehman, Bryce; Morey, Dennis; Shear, Gary; OBrien, Kenneth; West, Steven; Reynolds, Steven; Burza, Justine; Snyder, Amy; Wiebe, Joel; Meghani, Vijay; Stone, AnnMarie; Smagacz, Phillip; Davis-BesseHearingFile Resource; Riley (OCA), Timothy; Jessup, William; Graves, Herman; Sakai, Stacie; Hogan, Rosemary; Case, Michael; Richards,

Stuart; Hiland, Patrick; Manoly, Kamal; Orth, Steven; Cheok, Michael

Bozga, John; Meghani, Vijay

Subject:

Davis Besse shield building issue documents

To all:

Cc:

In addition to storing licensee documents files related to Davis-Besse shield building cracking in NRC sharepoint, you may have licensee files that have also been attached to emails.

I will perform inspections related to determining the shield building current design basis / licensing bases starting the month.

After this review, I will document inspection results related to the shield building cracking issue in a separate DRS report that will contain a list of documents reviewed that supported licensee's determination the shield building to be functional with the extent of identified cracking.

To support this inspection and report, pertinent documents related to Davis-Besse shield building functionality are currently maintained in the NRC sharepoint file.

Thursday's public meeting is likely to generate NRC information requests related to the shield building cracking. So duplication of identified documents can be minimized, timely cleanup of personal files is recommended.

Jim

